Social Media and Games

The **Office of the Children's eSafety Commissioner** maintains an excellent resource page that assists parents to learn about popular social media apps and games. This includes important information on age restrictions (many popular social media and game applications are 13+ or higher) how to set privacy settings and report cyber bullying. Watch this quick video guide on popular social media sites and games.

The **Office of the Children's eSafety Commissioner** has also become aware of two Apps that are causing quite some concern in school communities. These Apps are **Animal Jam** and **Subway Surfer**. One of the main concerns with these Apps is that they contain an in-built global chat facility. This facility enables anyone in the world to make contact with users of the Apps. The potential for children to be exposed to phishing scams, grooming and cyberbullying is substantial.

Please note that the **SnapChat** app is banned at John XXIII College

#GameOn is a cybersafety resource produced by the Australian Government to teach children to teens about safe online behaviour when playing games. Over five short video episodes, the students are presented with situations that catch them off-guard and teach them the consequences of making poor decisions online.

How do I keep on top of social media?

How much screen time is OK?

Visit the **Common Sense Media website** for more up to date research and guidance on social media basics. This site allows parents to search an age developmental level and find specific regarding a variety of multimedia content including classifications, safety, read parent reviews and concerns